

PAGODA Character Record						CHI:	3
Player Name:							
Char. Name:		Tsuki No Usagi					
Zodiac Sign:		Rabbit					
Affectionate, obliging, pleasant, sentimental, and tranquil. Rabbits tend to get a bit too superficial, and avoid emotional conflict.							
ELEMENTS							
Earth		Sense		1			
Water		Mastery		3			
Fire		Harmony		2			
Wood		Harmony		2			
Metal		Sense		1			
ASPECTS							
Power		Adept		1			
Grace		Prodigious		3			
Cunning		Strong		2			
Awareness		Strong		2			
Presence		Adept		1			
PATHS							
of the Sword		Legendary		3			
of Meditation		Follower		1			
of Balance		Follower		1			
of the Runner		Accomplished		2			
of Empathy		Accomplished		2			
Flaw:		Aloof					
Usagi does not emotionally engage with others well.							
WOUNDS							
Power		X	X	X		Scratched	(-1 die)
+ Metal		X	X	X		Wounded	(-2 dice)
+ Presence		X	X	X		Defeated	
NOTABLE POSSESSIONS							
none.							
CONTACTS / DEBTS / FAVORS							
Lady Ichi at Ikaruga Castle carries a torch for Usagi, he's been stringing her along for three years. Also, Banaka, a poor fruit peddler he once saved from bandits feels indebted to him.							
NOTES							
His name means literally "rabbit on the moon", the Japanese equivalent of the man in the moon. Usagi is as distant and changeable as his namesake, flitting from cause to cause without ever taking full responsibility for anything that would tie him down. His swordsmanship is nonpareil, but he is as likely to get bored and leave a battle as he is to finish it. Many seek to win his blade to their side, but in the end he is an uncertain ally at best.							
Earth		Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.					
Water		Mastery of Water produces Harmony with Wood and Sense of Earth Stillness, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind. Blocked water produces stress and passion.					
Fire		Mastery of Fire produces Harmony with Earth and Sense of Water Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Openness, Generosity. Blocking fire results in hysteria, nervousness, heart problems, hypertension.					
Wood		Mastery of Wood produces Harmony with Fire and Sense of Metal Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change. Blocking wood results in frustration, jealousy, anger.					
Metal		Mastery of Metal produces Harmony with Water and Sense of Fire. Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight. Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.					
Inner Strength		A player may spend 1 Chi before rolling to add +1 match to the result.					
Amazing Feats		A player may roll Path + Chi to perform an Amazing Feat.					
Kata		A player may spend their first combat action to begin a Kata. If they are not interrupted, their following roll gains dice equal to the number of matches.					
Virtue from Fault		When making a roll involving their Flaw, a player may first roll Chi. If they succeed, add dice equal to the number of matches to the actual roll.					
Using Inner Strength with Kata or Virtue is allowed, but stacking Kata and Virtue isn't.							

PAGODA Character Record					CHI: 3																																																																																																																																													
Player Name:																																																																																																																																																		
Char. Name:		Jouryoku (Evergreen)																																																																																																																																																
Zodiac Sign:		Dog																																																																																																																																																
Honest, quiet, intelligent, and stubborn, but fiercely loyal and faithful. Dedicated, cynical, and prone to anxiety.																																																																																																																																																		
<table border="1"> <tr> <th colspan="7">ELEMENTS</th> </tr> <tr> <td>Earth</td> <td>Sense</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Water</td> <td>Harmony</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Fire</td> <td>Sense</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Wood</td> <td>Harmony</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Metal</td> <td>Mastery</td> <td>3</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <th colspan="7">ASPECTS</th> </tr> <tr> <td>Power</td> <td>Adept</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Grace</td> <td>Strong</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Cunning</td> <td>Strong</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Awareness</td> <td>Prodigious</td> <td>3</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Presence</td> <td>Adept</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <th colspan="7">PATHS</th> </tr> <tr> <td>of Meditation</td> <td>Legendary</td> <td>3</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>of Spirits</td> <td>Accomplished</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>of Fists</td> <td>Accomplished</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>of Patience</td> <td>Follower</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>of Observation</td> <td>Follower</td> <td>1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Flaw:</td> <td colspan="6">Humorless</td> </tr> <tr> <td colspan="7">Evergreen's long life has drained him of the capacity for amusement.</td> </tr> </table>							ELEMENTS							Earth	Sense	1					Water	Harmony	2					Fire	Sense	1					Wood	Harmony	2					Metal	Mastery	3					ASPECTS							Power	Adept	1					Grace	Strong	2					Cunning	Strong	2					Awareness	Prodigious	3					Presence	Adept	1					PATHS							of Meditation	Legendary	3					of Spirits	Accomplished	2					of Fists	Accomplished	2					of Patience	Follower	1					of Observation	Follower	1					Flaw:	Humorless						Evergreen's long life has drained him of the capacity for amusement.						
ELEMENTS																																																																																																																																																		
Earth	Sense	1																																																																																																																																																
Water	Harmony	2																																																																																																																																																
Fire	Sense	1																																																																																																																																																
Wood	Harmony	2																																																																																																																																																
Metal	Mastery	3																																																																																																																																																
ASPECTS																																																																																																																																																		
Power	Adept	1																																																																																																																																																
Grace	Strong	2																																																																																																																																																
Cunning	Strong	2																																																																																																																																																
Awareness	Prodigious	3																																																																																																																																																
Presence	Adept	1																																																																																																																																																
PATHS																																																																																																																																																		
of Meditation	Legendary	3																																																																																																																																																
of Spirits	Accomplished	2																																																																																																																																																
of Fists	Accomplished	2																																																																																																																																																
of Patience	Follower	1																																																																																																																																																
of Observation	Follower	1																																																																																																																																																
Flaw:	Humorless																																																																																																																																																	
Evergreen's long life has drained him of the capacity for amusement.																																																																																																																																																		
<table border="1"> <tr> <th colspan="7">WOUNDS</th> </tr> <tr> <td>Power</td> <td>X</td> <td>X</td> <td>X</td> <td></td> <td>Scratchεδ</td> <td>(-1 δτε)</td> </tr> <tr> <td>+ Metal</td> <td>X</td> <td></td> <td></td> <td></td> <td>Woundεδ</td> <td>(-2 δτε)</td> </tr> <tr> <td>+ Presence</td> <td>X</td> <td>X</td> <td>X</td> <td></td> <td colspan="2">Δεφεατεδ</td> </tr> <tr> <th colspan="7">NOTABLE ΡΟΣΣΕΣΣΙΟΝΣ</th> </tr> <tr> <td colspan="7">none.</td> </tr> <tr> <th colspan="7">CONTACTS / ΔΕΒΤΣ / FAVORS</th> </tr> <tr> <td colspan="7">Old Widow Banshi claims to have been a lover of Evergreen in her early 20s. Evergreen learned the Art of Ageless Meditation at the feet of an ancient monk who calls himself Mountains Crumble Before the Wind, who was impressed by his patience.</td> </tr> <tr> <th colspan="7">NOTES</th> </tr> <tr> <td colspan="7">Evergreen appears to be a monk in his early 40s, but is certainly much older, as the oldest villagers remember hearing tales of him from their grandparents. Nobody is certain of his true age, or how he maintains his youth, but it is rumored he studies with demons in the mountains.</td> </tr> </table>							WOUNDS							Power	X	X	X		Scratchεδ	(-1 δτε)	+ Metal	X				Woundεδ	(-2 δτε)	+ Presence	X	X	X		Δεφεατεδ		NOTABLE ΡΟΣΣΕΣΣΙΟΝΣ							none.							CONTACTS / ΔΕΒΤΣ / FAVORS							Old Widow Banshi claims to have been a lover of Evergreen in her early 20s. Evergreen learned the Art of Ageless Meditation at the feet of an ancient monk who calls himself Mountains Crumble Before the Wind, who was impressed by his patience.							NOTES							Evergreen appears to be a monk in his early 40s, but is certainly much older, as the oldest villagers remember hearing tales of him from their grandparents. Nobody is certain of his true age, or how he maintains his youth, but it is rumored he studies with demons in the mountains.																																																																												
WOUNDS																																																																																																																																																		
Power	X	X	X		Scratchεδ	(-1 δτε)																																																																																																																																												
+ Metal	X				Woundεδ	(-2 δτε)																																																																																																																																												
+ Presence	X	X	X		Δεφεατεδ																																																																																																																																													
NOTABLE ΡΟΣΣΕΣΣΙΟΝΣ																																																																																																																																																		
none.																																																																																																																																																		
CONTACTS / ΔΕΒΤΣ / FAVORS																																																																																																																																																		
Old Widow Banshi claims to have been a lover of Evergreen in her early 20s. Evergreen learned the Art of Ageless Meditation at the feet of an ancient monk who calls himself Mountains Crumble Before the Wind, who was impressed by his patience.																																																																																																																																																		
NOTES																																																																																																																																																		
Evergreen appears to be a monk in his early 40s, but is certainly much older, as the oldest villagers remember hearing tales of him from their grandparents. Nobody is certain of his true age, or how he maintains his youth, but it is rumored he studies with demons in the mountains.																																																																																																																																																		
Earth		Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.																																																																																																																																																
Water		Mastery of Water produces Harmony with Wood and Sense of Earth Stillness, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind. Blocked water produces stress and passion.																																																																																																																																																
Fire		Mastery of Fire produces Harmony with Earth and Sense of Water Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Openness, Generosity Blocking fire results in hysteria, nervousness, heart problems, hypertension.																																																																																																																																																
Wood		Mastery of Wood produces Harmony with Fire and Sense of Metal Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change Blocking wood results in frustration, jealousy, anger.																																																																																																																																																
Metal		Mastery of Metal produces Harmony with Water and Sense of Fire. Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight. Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.																																																																																																																																																
Inner Strength		A player may spend 1 Chi before rolling to add +1 match to the result.																																																																																																																																																
Amazing Feats		A player may roll Path + Chi to perform an Amazing Feat.																																																																																																																																																
Kata		A player may spend their first combat action to begin a Kata. If they are not interrupted, their following roll gains dice equal to the number of matches.																																																																																																																																																
Virtue from Fault		When making a roll involving their Flaw, a player may first roll Chi. If they succeed, add dice equal to the number of matches to the actual roll.																																																																																																																																																
Using Inner Strength with Kata or Virtue is allowed, but stacking Kata and Virtue isn't.																																																																																																																																																		

PAGODA Character Record				CHI: 3	
Player Name:					
Char. Name:		Go-Rudo			
Zodiac Sign:		Snake			
Clever, intense, determined, romantic, wise, and charming, but vain. Often beautiful, and usually guided by intuition.					
ELEMENTS					
Earth	Sense	1			
Water	Mastery	3			
Fire	Sense	1			
Wood	Harmony	2			
Metal	Harmony	2			
ASPECTS					
Power	Adept	1			
Grace	Prodigious	3			
Cunning	Strong	2			
Awareness	Strong	2			
Presence	Adept	1			
PATHS					
of the Invisible	Accomplished	2			
of Spirits	Legendary	3			
of Fists	Accomplished	2			
of the Sage	Follower	1			
of the Sword	Follower	1			
Flaw:	Guileless				
Too honest, trusting, and straightforward. Cunning, but rarely deceptive.					
WOUNDS					
Power	X	X	X		Scratched (-1 die)
+ Metal	X	X			Wounded (-2 dice)
+ Presence	X	X	X		Defeated
NOTABLE POSSESSIONS					
Go-Rudo's clothes are made from iridescent scales that shimmer with rainbow colors and make his eerily fluid movements harder to follow.					
CONTACTS / DEBTS / FAVORS					
Go-Rudo owes Lord Ikaruga for pardoning him from execution for a crime he did not commit. He also has paramours all over town, all of whom he keeps dangling on a string. His lovers call him "Gold-fish" after his suit of shimmering scales.					
NOTES					
His name means "gold serpent", and is a pun: "gorudo" is the Japanese pronunciation of "gold", and also means "snakelike" or "serpentine". He learned the art of stealth keeping his various liasons, but his rakish demeanor draw attention away from his formidable powers of sorcery inherited from his naga grandmother.					
Earth	Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.				
Water	Mastery of Water produces Harmony with Wood and Sense of Earth Stillness, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind. Blocked water produces stress and passion.				
Fire	Mastery of Fire produces Harmony with Earth and Sense of Water Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Openness, Generosity Blocking fire results in hysteria, nervousness, heart problems, hypertension.				
Wood	Mastery of Wood produces Harmony with Fire and Sense of Metal Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change Blocking wood results in frustration, jealousy, anger.				
Metal	Mastery of Metal produces Harmony with Water and Sense of Fire. Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight. Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.				
Inner Strength	A player may spend 1 Chi before rolling to add +1 match to the result.				
Amazing Feats	A player may roll Path + Chi to perform an Amazing Feat.				
Kata	A player may spend their first combat action to begin a Kata. If they are not interrupted, their following roll gains dice equal to the number of matches.				
Virtue from Fault	When making a roll involving their Flaw, a player may first roll Chi. If they succeed, add dice equal to the number of matches to the actual roll.				
Using Inner Strength with Kata or Virtue is allowed, but stacking Kata and Virtue isn't.					

PAGODA Character Record					CHI: 3	
Player Name:						
Char. Name:		Burakku				
Zodiac Sign:		Ox				
Powerful, unyielding, stubborn, natural leader, prone to success if given a chance. Oxen lean toward easygoing conservatism.						
WOUNDS						
Power		X			Scratched	(-1 die)
+ Metal		X			Wounded	(-2 dice)
+ Presence		X	X		Defeated	
Notable Possessions						
none.						
Contacts / Depts / Favors						
Burakku is the servant of Lord Ikaruga, and serves as his bodyguard, enforcer, torturer, and general right hand man. The one crack in his usually icy demeanor is his barely checked lust for Lady Ichi.						
Notes						
Burakki is a man without emotion and without conscience. He will torture or kill without a moment's hesitation, neither enjoying nor shrinking from the task, he does it dutifully. His size and brute strength make him Ikaruga's most fearsome and intimidating henchman, and his fanatical loyalty and unquestioning obedience make him ideal for the position.						
Earth		Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.				
Water		Mastery of Water produces Harmony with Wood and Sense of Earth Stillness, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind. Blocked water produces stress and passion.				
Fire		Mastery of Fire produces Harmony with Earth and Sense of Water Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Openness, Generosity Blocking fire results in hysteria, nervousness, heart problems, hypertension.				
Wood		Mastery of Wood produces Harmony with Fire and Sense of Metal Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change Blocking wood results in frustration, jealousy, anger.				
Metal		Mastery of Metal produces Harmony with Water and Sense of Fire. Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight. Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.				
Inner Strength		A player may spend 1 Chi before rolling to add +1 match to the result.				
Amazing Feats		A player may roll Path + Chi to perform an Amazing Feat.				
Kata		A player may spend their first combat action to begin a Kata. If they are not interrupted, their following roll gains dice equal to the number of matches.				
Virtue from Fault		When making a roll involving their Flaw, a player may first roll Chi. If they succeed, add dice equal to the number of matches to the actual roll.				
Using Inner Strength with Kata or Virtue is allowed, but stacking Kata and Virtue isn't.						

PAGODA Character Record					CHI: 3			
Player Name:			WOUNDS					
Char. Name:			Power		X	X	X	Scratched (-1 die)
Zodiac Sign:			+ Metal		X	X	X	Wounded (-2 dice)
Prone to fighting, sensitive, aggressive, unpredictable, charming, emotional, and courageous. Tigers often risk themselves for others.			+ Presence		X	X		Defeated
			Notable Possessions					
			Medical Supplies.					
			Contacts / Debts / Favors					
			Ah Shu still keeps in touch with her father's best friend, Gohda, who continues to practice at the Imperial Hospital. She calls him Uncle and he is very fond of her. He offered to get her into the Hospital but she refuses to return there. Many of her former patients and their families look kindly on her.					
Elements			Notes					
Earth	Harmony	2	Ah Shu is an itinerant healer and herbalist, she travels the country helping the sick and poor wherever she can, following in the footsteps of her late father, who was cast out of the Imperial Hospital after a noble died under his care. She has a fiery temper, especially when anyone stands between her and someone she wishes to help.					
Water	Sense	1						
Fire	Mastery	3						
Wood	Harmony	2						
Metal	Sense	1						
Aspects								
Power	Adept	1						
Grace	Prodigious	3						
Cunning	Adept	1						
Awareness	Strong	2						
Presence	Strong	2						
Paths								
of the Healer	Legendary	3						
of the Merciful	Accomplished	2						
of the Sage	Accomplished	2						
of the Arbiter	Follower	1						
of the Fist	Follower	1						
Flaw:	Compassion							
Ah Shu can't help herself, when it comes to the sick or wounded, she is compelled to help.								
Earth	Mastery of Earth produces Harmony with Metal and Sense of Wood							
Harmony, Balance, Mellowness, Contentment, Peace, Laziness, Easy living.								
Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.								
Water	Mastery of Water produces Harmony with Wood and Sense of Earth							
Stillness, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind.								
Blocked water produces stress and passion.								
Fire	Mastery of Fire produces Harmony with Earth and Sense of Water							
Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Openness, Generosity								
Blocking fire results in hysteria, nervousness, heart problems, hypertension.								
Wood	Mastery of Wood produces Harmony with Fire and Sense of Metal							
Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change								
Blocking wood results in frustration, jealousy, anger.								
Metal	Mastery of Metal produces Harmony with Water and Sense of Fire.							
Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight.								
Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.								
Inner Strength	A player may spend 1 Chi before rolling to add +1 match to the result.							
Amazing Feats	A player may roll Path + Chi to perform an Amazing Feat.							
Kata	A player may spend their first combat action to begin a Kata.							
If they are not interrupted, their following roll gains dice equal to the number of matches.								
Virtue from Fault	When making a roll involving their Flaw, a player may first roll Chi.							
If they succeed, add dice equal to the number of matches to the actual roll.								
Using Inner Strength with Kata or Virtue is allowed, but stacking Kata and Virtue isn't.								

PAGODA Character Record					CHI:	
Player Name:			WOUNDS Power Scratched (-1 dice) + Metal Wounded (-2 dice) + Presence Defeated Νοταβλε Ροσσερσιονς Contacts / Δεβτς / Favors Notes			
Char. Name:						
Zodiac Sign:						
Elementς Earth Water Fire Wood Metal						
Aspects Power Grace Cunning Awarenessς Presence						
Pathς						
Flaw:						
Earth Mastery of Earth produces Harmony with Metal and Sense of Wood Harmony, Balance, Mellowneςς, Contentment, Peace, Lazineςς, Easy living. Blocked Earth results in poor digestion, lack of balance, discomfort, and unease.						
Water Mastery of Water produces Harmony with Wood and Sense of Earth Stillneςς, Reserve, Untapped energy, Winter, Full Yin, Calm, Cool, Even mind. Blocked water produces stress and passion.						
Fire Mastery of Fire produces Harmony with Earth and Sense of Water Blossoming, Energy, Summer, Heat, Flourishing life, Full Yang, Compassion, Joy, Openneςς, Generosity Blocking fire results in hysteria, nervouςneςς, heart problems, hypertension.						
Wood Mastery of Wood produces Harmony with Fire and Sense of Metal Coiled spring, Waiting, Spring, New Yang, Youth, Vigor, Growth, Sexuality, Expression, Change Blocking wood results in frustration, jealousy, anger.						
Metal Mastery of Metal produces Harmony with Water and Sense of Fire. Egg, Storage, Autumn, New Yin, Cleansing, Preparation, meditative insight. Blocking metal results in dwelling on the past, melancholy, grief, breathing problems, low immunity.						
Inner Strength A player may spend 1 Chi before rolling to add +1 match to the result.						
Amazing Feats A player may roll Path + Chi to perform an Amazing Feat.						
Kata A player may spend their first combat action to begin a Kata.						
If they are not interrupted, their following roll gains dice equal to the number of matches.						
Virtue from Fault When making a roll involving their Flaw, a player may first roll Chi.						
If they succeed, add dice equal to the number of matches to the actual roll.						

Using Inner Strength with Kata or Virtue is allowed, but stacking Kata and Virtue isn't.